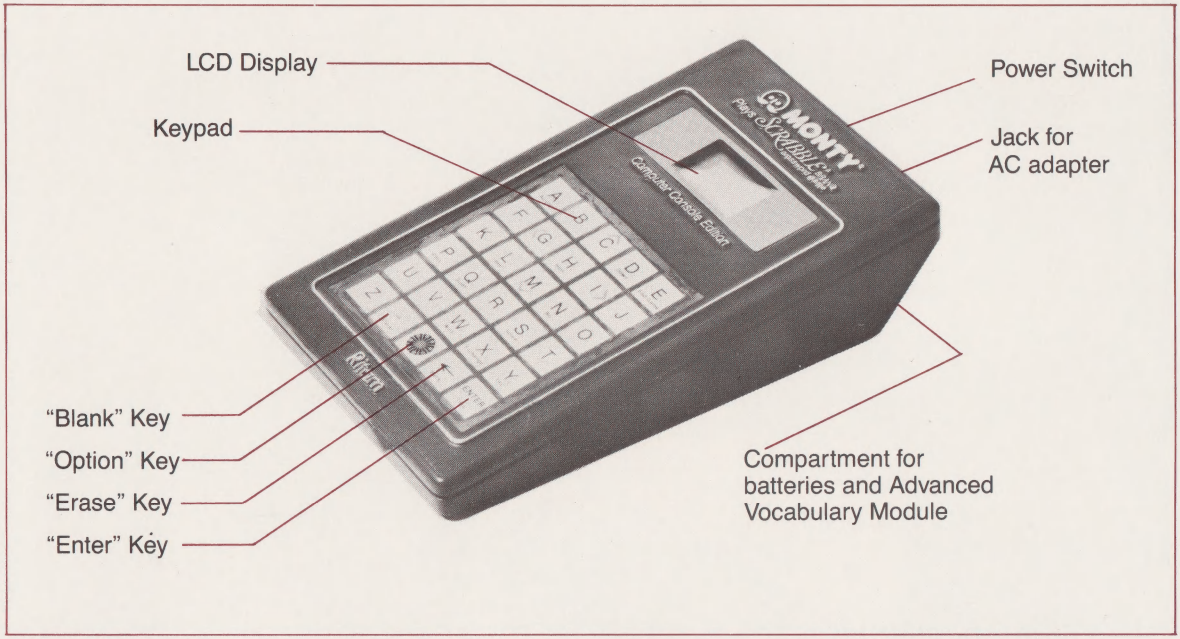
# MONTY®

Plays SCRABBLE® BRAND crossword game

Portable Computer Console

# Instructions




**Components:**

1. MONTY® Plays SCRABBLE® Brand Crossword Game — Portable Computer Console.
2. Score pad
3. Instruction booklet

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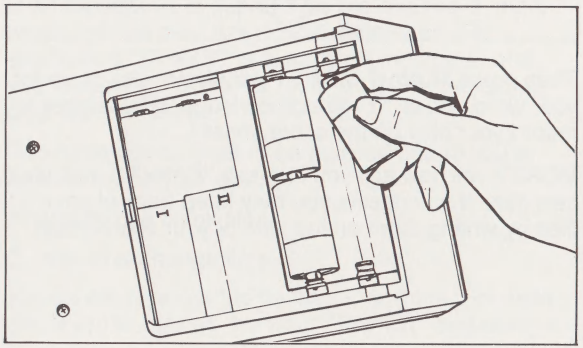
Everything you need to know to play a game with MONTY® can be found on the first three pages of this booklet. The rest of the booklet is for exploring additional features of the MONTY® Plays SCRABBLE® Brand Crossword Game–Portable Computer Console.

## Getting Started

The MONTY® portable computer is specially designed to use very little power. A set of batteries should last up to 100 hours of actual playing time. (If you prefer to use an AC adapter, please refer to page nine for more information.)

To install the batteries, set the console face down on a soft surface. Press on the two arrows and slide the battery cover forward to remove it. Place four size "C" alkaline batteries in the trays as illustrated.

Now, replace the battery cover and turn the console right side up. Then, reach over and behind the console to locate the power switch. Slide the switch to the left to turn on the power.



## A Sample Game

When the power comes on, MONTY will introduce himself and then ask, **"WHO SITS LEFT OF MONTY?"** Type in your name and then press the key marked **"Enter."** Next he will ask who sits to **your** left, since up to three people can play with MONTY. If no one else is playing, press the **"Enter"** key again.

```
WHO SITS
LEFT OF
MONTY?
. . . . . .
```

Next he will ask, **"WHO GOES FIRST?"** Let's assume that you go first. Type in your name and press **"Enter."** **"DRAW YOUR OWN TILES? (Y,N)"** will appear. Answer **"No"** by pressing the **"N"** key to let MONTY assign the tiles. (You don't have to press **"Enter"** this time.)

Now MONTY will ask you to press **"(ENTER) FOR TILES."** Please do so. After you have seen your tiles, press **"Enter"** to acknowledge them. You will be able to see your tiles again when it's your turn, so you don't have to try to remember them. (By the way, if one tile looks like a hyphen, that's a blank tile.)

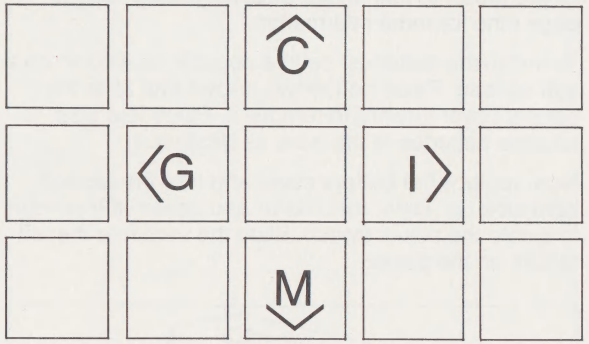
```
〈 ENTER 〉
  FOR
 TILES,
RICHARD
```

Next MONTY will ask, **"SKILL LEVEL? (ABCD)."** Pressing **"A"** will select the easiest level.

Now MONTY says that it's your turn. Before you take your turn, tear off one of the sheets from the enclosed score pad. You'll be recording each play on this diagram of the SCRABBLE® board.

To see your tiles again, just press **"Enter."** Try to think of the best word you can make with your letters. Then type in the word and press **"Enter."** MONTY will ask, **"ACROSS OR DOWN? (A,D)."** Press **"A"** or **"D."**

The display now shows a portion of the SCRABBLE® board with your word flashing. The "★" symbol represents the center star. Use the four blue arrows to move your word around until the proper letter is positioned on the star.




Then press **"Enter."** MONTY will display the score for your word. Press **"Y"** to acknowledge. (Remember to record your play on the score sheet.)

MONTY will now ask you to press **"Enter"** to see your new tiles. If you desire, you may keep track of your tiles by writing them on the side of your score sheet.

After you press **"Enter"** to acknowledge your tiles, MONTY will start thinking. When he has his play, he will sound the beeper and show you which tiles he's using. MONTY shows just the **tiles** he's using, not necessarily the **word** he's making. (He may be using one of the letters from your word.)

Press **"Enter"** and MONTY will show you where he's placing his word. The tiles he is using will be flashing. If it's a long **"down"** word, the last one or two letters may not be visible. If this is the case, press the **"down arrow"** key to see the rest of the word.

Record his word on the score sheet and then press **"Enter."** MONTY will show you his score. Then press **"Y"** and it will be your turn again.

Remember to type in an entire word when it's your turn, even if you're using just one tile. For example, if you're adding a **"T"** to **"RAIN"** to make **"TRAIN,"** type in all five letters. In case you're making two or more words on one play, type in the **main** word. For example, if **"CHAIR"** is already on the board, and you're making **"CHAIRS"** and **"SON"** in the same play, type in **"SON."**

Two more points need to be covered before you're completely on your own:

1. How to use blank tiles.

2. How to exchange tiles.

Blanks are represented by the **"-"** symbol. For example, if you're making the word **"PAPER"** and using a blank for the **"E,"** type in **"PAP-R."** MONTY will ask, **"WHAT IS THE BLANK?."** Respond by pressing **"E."**

Exchanging tiles is easily done. When it's your turn, instead of typing in a word, press the **"Option"** key (the middle key in the bottom row). MONTY will ask, **"OPTION?."** Press **"X"** and MONTY will ask, **"EXCHANGE? (Y,N)."** Press **"Y"** for **"Yes"** and you will be asked, **"WHICH TILES?."** Type in the tiles you're exchanging and then press **"Enter"** to get your new tiles. After you press **"Enter"** to acknowledge your tiles, it will be the next player's turn.

## Part B – Additional Features

### Using Your Scrabble® Set

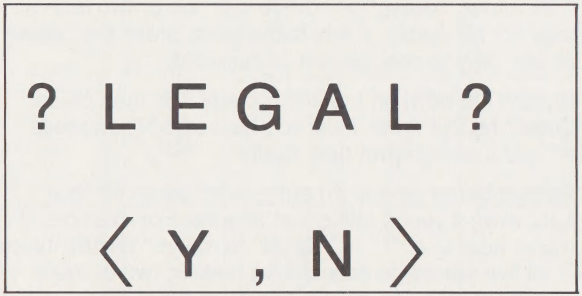
Many people enjoy using their own SCRABBLE® board and tiles instead of the score sheets when playing with MONTY. The tiles should all be face up in a pool so that you can pick the ones which MONTY assigns. Other players should look away while you are finding your tiles.

Although MONTY will know what tiles you have, he does not use this knowledge when making his play. MONTY also has his own "rack" of seven randomly chosen tiles to use when he takes his turn.

With your own SCRABBLE® set, you also have the option of drawing your own tiles. If you prefer to play this way, leave the tiles face down in the pool at the beginning of the game. When MONTY asks, **"DRAW YOUR OWN TILES? (Y,N)"** press **"Y."** Draw your tiles just as in a regular game and put them in your rack. MONTY will ask you to draw tiles for him also. He will tell you exactly how many to give him. For example, after MONTY makes a play using four tiles, he will ask, **"MONTY'S TILES? (4)."** Draw the tiles, type them in, and press **"Enter."**

### Challenging

You may challenge MONTY if you desire. The time to do this is when he is displaying his score. When the score for the suspect word is shown, press **"N"** instead of **"Y."** MONTY will ask you to look it up in the dictionary by asking, **"?LEGAL? (Y,N)."** Although his vocabulary is based on **"The Official SCRABBLE® Players Dictionary,"** MONTY will always accept the decision of your "house" dictionary. If you don't find the word there, press **"N,"** and MONTY will take back his play, and go on to the next player's turn.




In case one player challenges another player (neither of them being MONTY), the loser should forfeit his turn. He does this by passing (how to pass is discussed on page seven under **"OPTIONS"**).

MONTY may also decide to challenge **your** word. He will ask if it's really legal, in the same way as when you challenge him. If he is told that the word is legal, he will automatically skip his next turn.

It is possible for you to play an illegal word, without being challenged by MONTY. Although MONTY has a

very large vocabulary, he does not know every word in the dictionary. So, he just asks himself if the word "looks" correct. If it does, he won't challenge it.

### "Impossible" Plays

When using the arrow keys to move your word around, you might accidentally leave it in an impossible, or illegal, position. For example, your word may not be connected to any other words. Or, two different letters may be occupying the same square. If you press **"Enter"** at such a time, MONTY will return you to the start of your turn, instead of showing your score.

If you use a tile that is not in your rack, MONTY will tell you so, unless you're drawing your own tiles. When you're drawing your own tiles, MONTY doesn't know which tiles you have.

### Recovering from Mistakes

If you make a mistake in telling MONTY your play, you have four ways to correct your error:

1. If you misspell the word you wish to play, you can press the **"Erase"** key (bottom row, second from right). This key will erase letters from your word one at a time.

2. You may realize the error after you've pressed **"Enter."** When you're asked, **"ACROSS OR DOWN?,"** pressing any key but **"A"** or **"D"** will allow you to type in the word again.

3. If you reach the point where the word is flashing and then decide that you want to start over, place the word in an obviously incorrect position. When you press **"Enter,"** you will be given another chance to enter your play.

4. Even if you don't discover the error until after the word is scored, you can still recover by pressing **"N"** when the score is shown. However, once you press **"Y"** for the total score, you cannot take back your play.

### More about Blank Tiles

If a blank was played earlier in the game but you forgot what it stood for, there is any easy way to find out. When a word is flashing on the board, press the **"Blank"** key and the blanks on the board will be replaced by their corresponding letters.

If MONTY uses a blank tile, you may use the **"Blank"** key to find out what it stands for when his word is flashing. Or, if you wait until his score is shown, you can see at that time what the letter really is.

### "Interrupting" MONTY

MONTY may take from several seconds to a few minutes to come up with his play, depending on the skill level, number of advanced modules, and complexity of the board.

If you would like MONTY to respond sooner, you may interrupt him at any time. Simply press the **"Option"** key while he is thinking and MONTY will use his best play so far.

You may have noticed that two exclamation points

appear on the bottom of the display while MONTY is thinking. They indicate that he has found at least one play and is just looking for a better one.

The letters you see while MONTY is thinking represent the first stage of his analysis. At this time, he is surveying the current state of the board, but not actually deciding on a word.

The countdown represents the second stage, where he is scoring different words, and evaluating the strategic implications of each play. The counter starts at 75, 150, or 225 depending on how many Advanced Vocabulary Modules MONTY has. When the countdown reaches zero (or sooner, on level A or B) MONTY will have finished thinking.

### How the Game Ends

When one of the players has used up his tiles, with no tiles left in the pool, MONTY will announce that the game is over. Then he will display the final totals for each player.

If all possible plays have been made, but no one has used up his tiles, you may use the **"End Game"** option described on page six.

At the end of the game, the tiles left in a player's rack are subtracted from his score. If one player empties his rack, his score is increased by the total of the other players' unused tiles. MONTY will do all these calculations automatically. If you are drawing your own tiles, MONTY will first ask all players for the tiles left in their racks, so that he can compute the final scores.

### Options

There are nine options available at the time you are asked for your play.

To request an option, first press the **"Option"** key (the middle key in the bottom row), instead of typing in a word. MONTY will ask, **"OPTION?"** Then press the key corresponding to the option you desire.

The options are as follows:

1. **"End Game"** (the **"E"** key)—Select this option if all possible plays have been made, but no one has used up his tiles. You will then be asked to confirm your desire to end the game.

2. **"Hint"** (the **"H"** key)—This option (available only when MONTY is assigning the tiles) allows you to find out what MONTY would do if he had your tiles. It can be quite instructive!

When you request a hint from MONTY, he will use your rack at his highest level, even if he was playing at a lower skill level. After he has finished thinking, MONTY will show you which tiles he would use and where he would place them. Then you may proceed to use the hint, or to make any other play.

3. **"Level"** (the **"L"** key)—You may use this option to change the skill level at any time during the game. Press **"A"**, **"B"**, **"C"**, or **"D"** when you're asked for the

new level. **"D"** is the highest level. To check his current level, just look at the display while MONTY is thinking.

4. **"Modules"** (the **"M"** key)—If you have the optional Advanced Vocabulary Modules in your console, this option allows you to turn either module **"on"** or **"off."** If both modules are inserted, you may select either one, or both, or neither, by using the **"M"** option. Otherwise, each time a new game begins, any inserted module is automatically available to MONTY.

5. **"Pass"** (the **"P"** key)—If you want to skip your turn for any reason, use this option.

6. **"Quiet"** (the **"Q"** key)—This option allows you to turn the sound off. To turn the sound back on, simply select option **"Q"** again.

7. **"Score"** (the **"S"** key)—Use this option to see the current total score for each player.

8. **"Wait"** (the **"W"** key)—This option allows you to set up a "problem" for MONTY to solve. Assign MONTY any tiles you choose, set up the board, and then see what MONTY will come up with.

Set up the problem as follows:

a. At the beginning of the game tell MONTY that **you** will go first.

b. Answer **"Y"** to the question, **"DRAW YOUR OWN TILES?"**

c. When MONTY asks for his tiles, give him the "test" rack of tiles.

d. On your first turn, select option **"W"** to tell him to **"wait"**—not to take a turn until you give the go-ahead.

e. Take as many turns as necessary to put the desired words on the board.

f. Select option **"W"** again. **Now** it means, **"Wait no longer—start thinking."**

g. MONTY will think for a while and then tell you his play.

9. **"Exchange"** (the **"X"** key)—Select this option when you want to use your turn to exchange tiles. If MONTY is assigning the tiles, you will be asked which tiles you are exchanging. Type them in, and then press **"Enter."** When your new tiles are displayed, take them from the pool, and return your old tiles.

## Advanced Vocabulary Modules

MONTY has a vocabulary of 12,000 words, enough to provide a real challenge for most SCRABBLE® players. However, for an even greater challenge, optional modules are available that can be inserted into the console: **"Advanced Vocabulary Module 1"** and **"Advanced Vocabulary Module 2."** Each module contains 16,000 additional words. Using both of them gives MONTY a total of 44,000 words.

Module 1 contains words that are somewhat less common than the words in the basic console. Module 2 contains even less common words, including many obscure ones, such as "xi" and "qaid," known by crossword puzzle fans and avid SCRABBLE® players.

You may ask for the modules at any store carrying the MONTY® Portable Computer Console, or order them directly from Ritam Corporation.

Follow these steps to insert the Advanced Vocabulary Modules (refer to the illustration):

1. Turn off the power and remove the battery cover.

2. Locate the slot where the module will be inserted. Module 1 goes in the lower slot, farthest from the batteries. Module 2 goes in the upper slot.

3. Take the module out of its protective container.

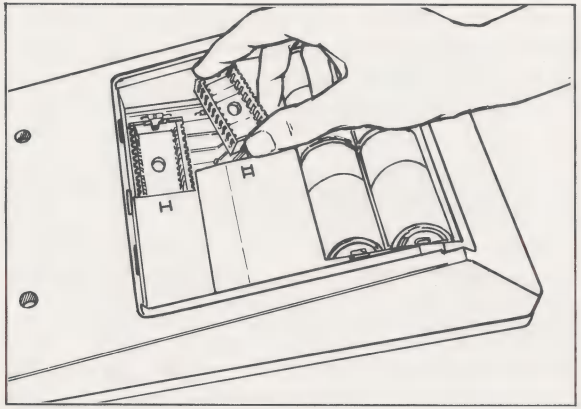
4. Set the module on the correct slot with the printing right-side-up.

5. Push the module all the way down into the slot with both index fingers until it snaps securely .

6. Replace the battery cover.

One or both modules may be used. If you have only Module 2, it still goes into the upper slot.

Normally the modules do not need to be removed, since the **"M"** option (discussed on page seven) lets you request that MONTY not use one or both of the modules.



Please note:

Do not insert or remove the modules while power is on. Also, the modules may be affected by static discharge—avoid touching the metal leads.

## Using AC Power

To provide AC power for MONTY®, use a standard 9-volt AC adapter with a capacity of 300 mA or more.

Since different adapters have different connecting plugs, you should purchase an adapter with a "universal" plug.

When you connect the AC adapter, plug the small tip into the AC jack on the console (near the power switch) before plugging the large end into a wall socket. The polarity should be "center conductor positive" (positive ground).

Slide the power switch to the AC position to turn on the console.

## Questions and Answers about MONTY®

Q. Since the display is only 8 letters wide, how can I type in a longer word?

A. When the ninth letter is typed, the beginning letters will start to disappear. Just continue typing. MONTY will remember all the letters, even if your word is fifteen letters long.

Q. Sometimes there are three dots after a score. What do they mean?

A. They indicate that there is more to come before you see the total score for the play.

Q. I think MONTY made a mistake in scoring my play. Is this possible?

A. This problem can only result from an error in positioning a word. For example, let's assume that "**SEEN**" is on the board going across and you want to make "**PEN**" going down using the second "**E**." If you accidentally use the **first** "**E**," you may get a different score.

Similarly, you might accidentally record a word differently from the way MONTY displayed it on the board. If this happens on the first play of the game, the entire board could be shifted. So it's especially important to note which letter is on the center star before pressing "**Enter**."

If, later on in the game, you believe that a mistake of this kind was made, you can easily check it. Count the number of dots from the word to the edge of the board in all directions. If it is different from the number of vacant squares on your score sheet, or on the "real" board, then you have made a mistake. The only thing to do is start the game over.

Q. I've chosen the option of drawing my own tiles, and telling MONTY what his tiles are, but I've lost track of what's in his rack. How can I find out his current tiles?

A. Let's assume that MONTY needs three new tiles to replace three that he just used. He is asking, "**MONTY'S TILES? (3)**." Now just press "**Enter**." The four tiles that were left in his rack will be shown.

Q. MONTY Just gave me my tiles, but one of them is not in the pool. How come?

A. Every SCRABBLE® set should have 100 tiles. One of yours must be missing.

Q. I want to use a blank that is **already on the board**. Do I use the blank symbol or the letter when entering my word?

A. You may use either. For example, if **"R-ST"** is on the board, and you are making **"TEN,"** using the blank **"E,"** you may enter **"TEN"** or **"T-N."**

Q. Is there a way to restart a game?

A. You can restart the game at any time by holding down the **"Z"** key while pressing the **"Option"** key.

Q. Is there a quick way to tell MONTY who goes first?

A. Yes. At the start of the game you can tell MONTY that he goes first by pressing the **"Option"** key in response to the question, **"WHO GOES FIRST?."** If you press the **"Enter"** key instead, without typing in a name, that means, **"the player to the left of MONTY goes first."**

Q. Why does the word on the board stop flashing after a while?

A. To conserve battery life, the console goes into a **"low-power"** mode whenever possible. Press the **"Option"** key, and the word will once again start flashing.

Q. How can you tell when the batteries need to be replaced?

A. When the letters on the display start to fade, that means that the batteries have about an hour of playing time left.

Q. What are the names of the songs which MONTY plays during the game?

A. "The 1812 Overture," "This Train is Bound for Glory," "Sailor's Horn Pipe," "Hail to the Chief," and the famous four notes from Beethoven's "Fifth Symphony."

Q. What makes MONTY such a good player?

A. There are millions of possible ways to play a given rack of tiles on a given board. At his highest skill level, MONTY evaluates **each** possibility for correctness, high score, and strategy. It is this exhaustive exploration of all possibilities that makes MONTY such a good player.

**"Enjoy all possibilities through Ritam"**

## Ordering and Service Information

1. Ordering information—You may order your Advanced Vocabulary Modules and additional score pads directly from Ritam Corporation. Write for an order form to: Ritam Corporation; P.O. Box 921; Fairfield, Iowa 52556; Attn: Order Department.

2. Service information—Your MONTY® Portable Computer Console is designed to last many years. However, if your console should ever malfunction, do **not** attempt to service it yourself. Write for service information to: Ritam Corporation; P.O. Box 921; Fairfield, Iowa 52556; Attn: Service Department. (Please see enclosed warranty card for important information.)

This Portable Computer Console generates and uses radio frequency energy and may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If the computer does cause interference to radio or television reception, which can be determined by turning the computer off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the computer with respect to the receiver.

Move the computer away from the receiver.

Plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Ritam Corporation,
P.O. Box 921, Fairfield, IA 52556

## 90 DAY LIMITED WARRANTY

This Monty® Plays Scrabble® brand crossword game is warranted to the original purchaser for a period of 90 days from the original purchase date, under normal use, against defective materials and workmanship, batteries excluded.

This warranty is void if the Monty® Plays Scrabble® brand crossword game has been damaged by accident or unreasonable use, neglect, abuse, improper service or other causes not arising out of defects in materials or workmanship.

Ritam Corporation shall not be liable for loss of use of the game or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you. This warranty also gives you specific legal rights and you may also have other rights which vary from state to state.

During the warranty period your game will either be repaired or replaced without charge to the purchaser when returned, shipping prepaid, to Ritam Corporation with proof of date of purchase to the address listed below. In the event that your game is replaced, the replacement game will be continued on the original warranty or for 30 days, whichever is longer.

## MAILING INSTRUCTIONS:

Re-pack the Monty® Plays Scrabble® brand crossword game in its original packing and box. If this is not available, wrap the Monty® Plays Scrabble® brand crossword game carefully making sure to protect it with adequate padding. Be sure to remove the batteries. Mail to:

Ritam Corporation
P.O. Box 921
Fairfield, Iowa 52556

Manufactured by Ritam Corporation under license from Selchow & Righter Company, owner of the registered trademark Scrabble.®

The MONTY®portable computer console is specially designed to use very little power. A set of batteries should last up to 100 hours of actual playing time.

However, Ritam Corporation also offers an AC adapter made especially for MONTY®. It will insure that when the unit is plugged into the wall, no excessive static will be created that could cause interference in nearby radios, TV's, etc., whereas other adapters may cause interference. Our adapter also complies with all FCC requirements. Please write Ritam Corporation at Box 921, Fairfield, Iowa 52556 or call 1-800-247-0043 for details.

# SPECIAL INSTRUCTIONS FOR MASTER MONTY®

The instructions for the original version of MONTY® Plays SCRABBLE® also apply to MASTER MONTY® with only a few differences, which are described below:

1. VOCABULARY - MASTER MONTY® has a built-in vocabulary of 24,000 words, expandable to 56,000 with the addition of the same two Advanced Vocabulary Modules which work with the original MONTY®. Included in MASTER MONTY's new dictionary are several thousand high-percentage "bingo" words (seven and eight letter words that can be made from those racks of tiles that are the most likely to be drawn).

2. STRATEGY - MASTER MONTY® will conserve S's and blank's for the higher scoring plays. Also, MASTER MONTY® will use his blank's as true "wild cards," rather than the more limited approach used in the original MONTY®.

3. CHALLENGING - MASTER MONTY® has a dramatically improved ability to challenge illegal words when both of the Advanced Vocabulary Modules are inserted. In this case, he knows every 2, 3, 4, & 5 letter word in the Official Scrabble® Players Dictionary, and therefore will challenge phony words of less than six letters.

4. OPTIONS - Here is a list of all of the options available with MASTER MONTY® when it is your turn:

   Option E - End the game at any time.

   Option H - Receive a hint, even if you are drawing the tiles.

   Option L - Select a skill level. Level A is limited in score to plays of 18 points or less, and ignores words longer than six letters, and Level B to plays of 38 to 46 points or less, ignoring words longer than seven letters. Level C has no scoring limit, but ignores words longer than eight letters, and Level D longer than nine letters. Level E has no limits.

   If you press "R" when MASTER MONTY® asks "SKILL LEVEL?", you will be asked for a "RANGE?" Type in the range of the alphabet that you want MASTER MONTY® to use when he is thinking. For example, if you type "AL", then press "Enter", MASTER MONTY® will only consider those words in his dictionaries that start with "A" thru "L". A second MASTER MONTY® could be assigned the same tiles and given a range of "K" thru "Z" for quicker play.

   Option M - Modules 1, 2 & 3 can be turned off or on for MASTER MONTY's use in thinking. Module 3 cannot be physically removed, and it contains the new 12,000 words that have been added for MASTER MONTY's vocabulary.

   Option P - Pass your turn to the next player at any time.

   Option Q - MASTER MONTY® can be silenced or made to beep again.

   Option S - Review the scores at any time.

   Option T - This shows the number of tiles remaining in the pool.

   Option X - You may use your turn to exchange any or all of your tiles.

5. DUPLICATE SCRABBLE® - MASTER MONTY® is programmed to play Duplicate Scrabble® primarily according to the European rules, where it is quite popular. There can be any number of players, and all of the players use the same rack of tiles to come up with their play. The play that scores the most points is the one which is put on the game board. The tiles used are replaced with new tiles from the pool. If there are two or more different plays that make the same high score, then choose the one which best opens up the game board.

   To play Duplicate Scrabble® with MASTER MONTY®, please follow these simple directions:

   When you see the question, "WHO SITS LEFT OF MONTY?", push the option button (middle of bottom row), and the question, "DUPLICATE (Y,N)" will appear. Push "Y", and you will be asked to select a "SKILL LEVEL". Choose a level. Then MASTER MONTY® will ask for the first seven tiles being used. (While playing duplicate, you must draw your own tiles.) After you type in the seven tiles, and press "Enter", you will be asked if you want to use the modules. Answer "Y" or "N" accordingly. MASTER MONTY® will then begin thinking. You can view the tiles by pressing "Enter". You should be thinking of your play while MASTER MONTY® is making his. When you are both done, see which play scores the most points. If MASTER MONTY's score is highest, then press "Y" when he gives you his score, and put his word on the game board. If <u>your</u> score is highest, then press "N" when he gives you his score, and put your word on the game board. At this time, MASTER MONTY® will allow you to enter the play you made as you normally would. MASTER MONTY® will take the score for the word he made, and you should keep track of the score of your play. "MAXIMUM" refers to the total score of all the words entered on the board so far. MASTER MONTY® will then request new tiles to replace those just used. Draw and enter the new tiles and continue playing until there are no more tiles in the pool, or until no further plays can be made.

   If you should need to exchange tiles because the rack contains all vowels or consonants, press the option key, when MASTER MONTY® is requesting his new tiles, to exchange. The other usual options are available only when MASTER MONTY® is asking you to enter your play (which will only happen if you tell MASTER MONTY® that you've outscored him by pressing "N" after he gives his score).

6. OTHER FEATURES - The number that appears at the bottom of the display while MASTER MONTY® is thinking is the score of his best play so far. If you want to interrupt his thinking when the score is high enough, press the option key. Also, while MASTER MONTY® is thinking, you may see his tiles by pressing "Enter". They will remain visible until he is finished thinking. Lastly, you may notice some rapidly flashing letters after you've made a play - these will occassionally appear when MASTER MONTY® is considering whether or not to challenge a word you've made.

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**Corporation**
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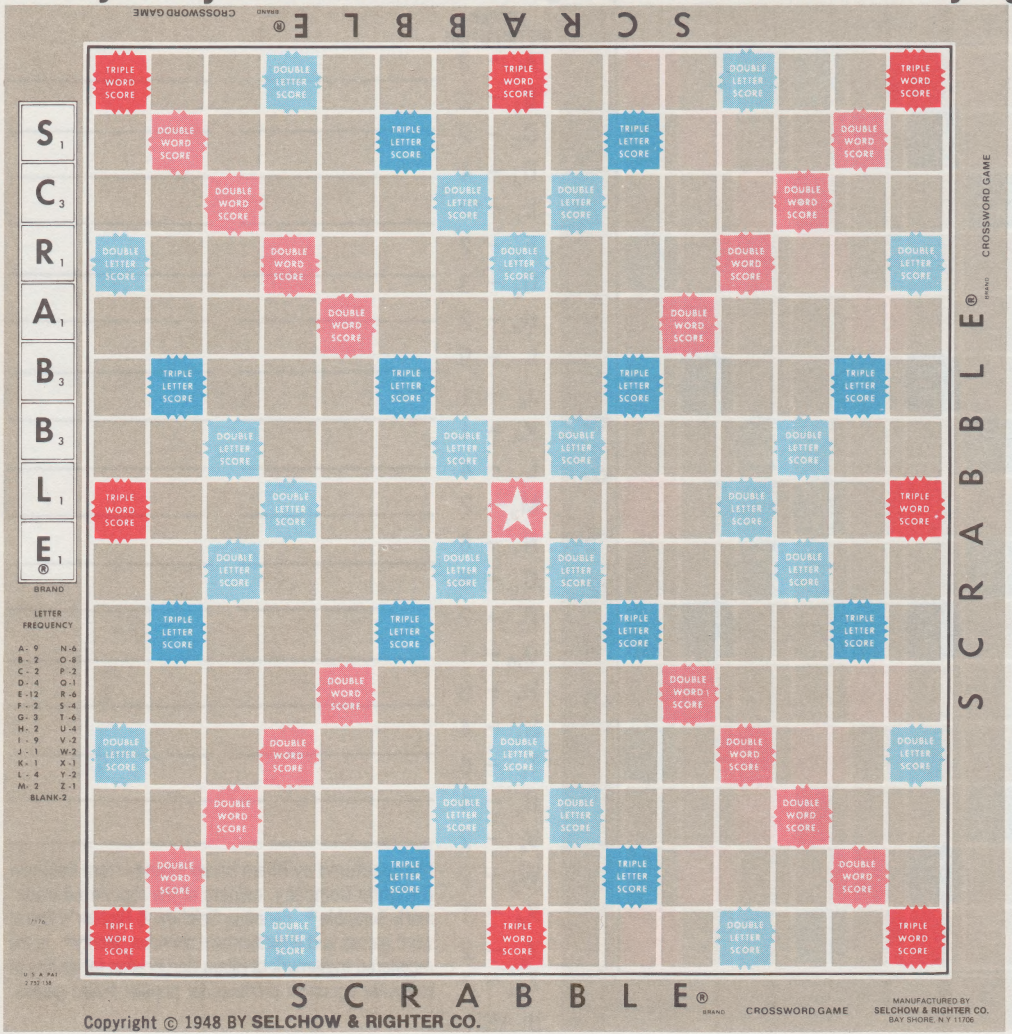
# Monty® Plays Scrabble® Brand Crossword Game Playing Board


SCRABBLE® BRAND CROSSWORD GAME
S C R A B B L E®
TRIPLE WORD SCORE
DOUBLE LETTER SCORE
DOUBLE WORD SCORE
TRIPLE LETTER SCORE
S1 C3 R1 A1 B3 B3 L1 E1®
BRAND
LETTER FREQUENCY
A-9 B-2 C-2 D-4 E-12 F-2 G-3 H-2 I-9 J-1 K-1 L-4 M-2
N-6 O-8 P-2 Q-1 R-6 S-4 T-6 U-4 V-2 W-2 X-1 Y-2 Z-1
BLANK-2
U.S. PAT. 2,752,158
SCRABBLE® BRAND CROSSWORD GAME
MANUFACTURED BY SELCHOW & RIGHTER CO. BAY SHORE, N.Y. 11706
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NOTES

**LETTER DISTRIBUTION**

| | | | |
|---|---|---|---|
| $A_1$ – 9 | | | |
| $B_3$ – 2 | | | |
| $C_3$ – 2 | | | |
| $D_2$ – 4 | | | |
| $E_1$ – 12 | | | |
| $F_4$ – 2 | | | |
| $G_2$ – 3 | | | |
| $H_4$ – 2 | | | |
| $I_1$ – 9 | | | |
| $J_8$ – 1 | | | |
| $K_5$ – 1 | | | |
| $L_1$ – 4 | | | |
| $M_3$ – 2 | | | |
| $N_1$ – 6 | | | |
| $O_1$ – 8 | | | |
| $P_3$ – 2 | | | |
| $Q_{10}$ – 1 | | | |
| $R_1$ – 6 | | | |
| $S_1$ – 4 | | | |
| $T_1$ – 6 | | | |
| $U_1$ – 4 | | | |
| $V_4$ – 2 | | | |
| $W_4$ – 2 | | | |
| $X_8$ – 1 | | | |
| $Y_4$ – 2 | | | |
| $Z_{10}$ – 1 | | | |

BLANK–2

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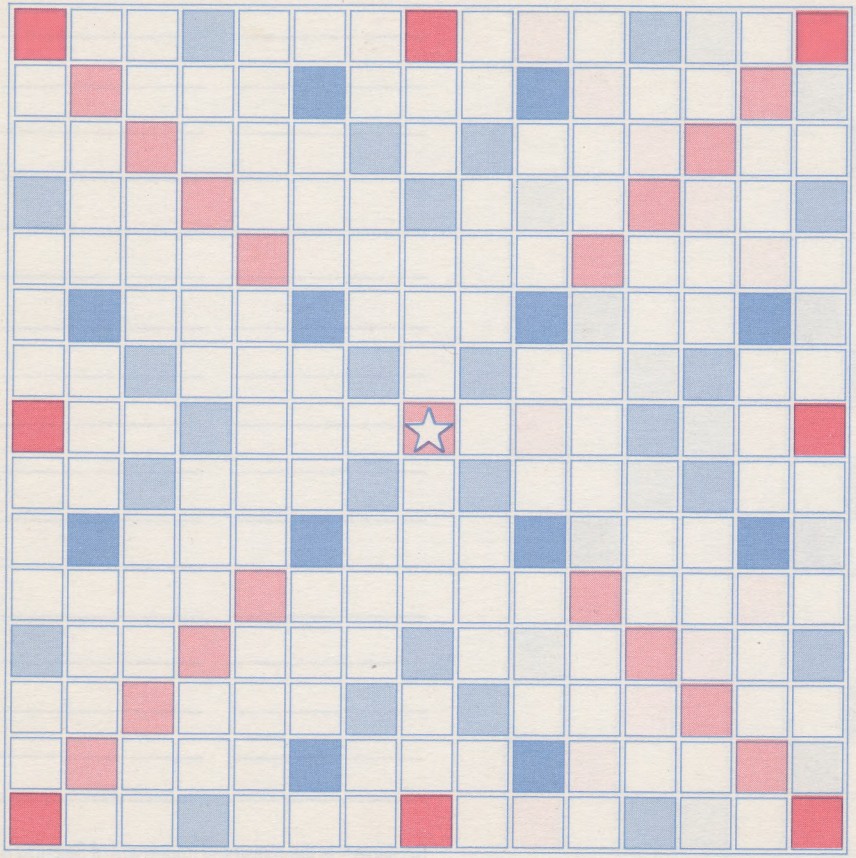
# Monty® Plays Scrabble® Game Playing Board

The diagram of the board will record a complete game.



TRIPLE WORD SCORE

DOUBLE WORD SCORE

TRIPLE LETTER SCORE

DOUBLE LETTER SCORE

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